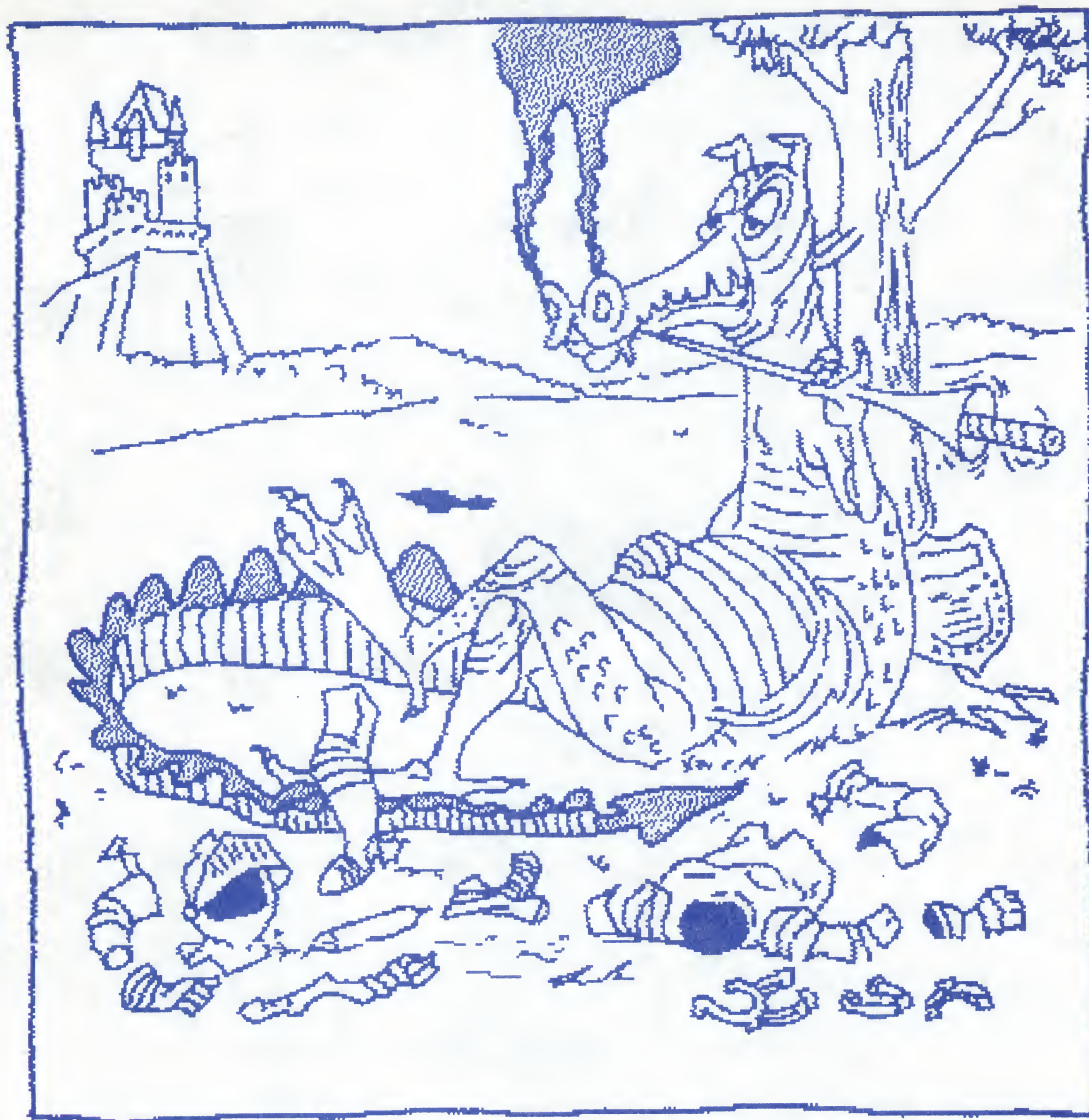


Remember...



## Sometimes The Dragon Wins

Vol.8, No.9

Tucson, Arizona

September 1990

Catalina  
Commodore Computer  
Club, Inc.

**SEPTEMBER 1990**

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

**VIRGO**  
Aug. 23-Sep. 22

Support your Club  
be a  
Working Member

**LIBRA**  
Sep. 23-Oct. 22

1

2	3 Labor Day Full Moon	4 CCCC MEETING 7 PM - 9:30 PM ST. PETER & PAUL GRAMER HALL	5	6	7	8
9	10	11 EXECUTIVE BOARD MEETING 7:30 PM AT Devon Gables 6150 E Grant	12 DEADLINE for Newsletter INPUT	13	14	15 HELP DAY plus AMIGA SIG 10 AM - 2 PM ST. PETER & PAUL MADONNA HALL
16	17	18	19 NEWSLETTER PARTY 7 - PM ST. PETER & PAUL MADONNA HALL	20	21	22
23 Autumnal Equinox	24	25 AMIGA SIG Harvill Bldg U of A 7:30 pm	26	27	28	29
30						

**CCCC NEWSLETTER POLICY**

Submissions of articles and artwork are encouraged. Text files should be in sequential ASCII format (either PET or TRUE ASCII is acceptable). Please do not submit files saved in program format. Please remove ALL text formatting commands before submitting. If you desire specific formatting of your text (i.e., underlining, bold, italics, etc.), you may submit a printed copy along with the disk file to show how you would like it to look.

Files may be uploaded to the newsletter section of Ken Williamson's BBS, "Behind Closed Doors" (750-8164); Tom Galloway's BBS, "AmiSouthwest" (292-1378, ZMODEM protocol); or directly to the editor, Leila Joiner, at 327-0540. If you are uploading to the editor, call first to make arrangements for the upload.

If you are submitting a file on disk, please give all C64/128 disks to Warren Talbot (574-0732) and all Amiga disks to Leila Joiner.

Short items of interest, notices and classified ads may be phoned in to the editor, Leila Joiner, at 327-0540.

The deadline for submissions for the following month will be listed on the calendar page in each month's newsletter. Items submitted after the deadline will be held for the following month's newsletter.



## CCCC DOM

Read Me First August, 90

### HELP! HELP! I NEED HELP!

It should be obvious that Commodore 8 bit programming is in its heyday, its damwell "Golden Age". The large, world-wide, installed base of C64 & 128 machines; their innate efficiency and relative simplicity; the obliteration of bottlenecks with large ROM/RAM grafts and superdiddling of the operating system; parallel processing with smart peripherals; all this is imploding into a crop of programs that simply don't recognize the boundaries and limits that "everyone knew" were there.

The point? There was a point ... Oh, yeh. With all these riches available, how am I to know what's hot and what's not? These disks will be as narrow and shallow as my own computer expertise unless I can get a bunch of input from graphics people and music people and telecom people and geo people and hackish people and teaching people...

Lila & Warren have been downloading programs for me. Bob lent me a large file of DOMs. (Haven't sucked it dry yet, Bob) I need people to supply their pet programs with comments. Lila likes the VFAST COPIER (on this disk) and will demo it at our meeting. We can supply you with programs in your specialty if you will test them and return the worthwhile ones with written comment. (In BB FILES or PETASCII SEQuential files please)

DOMs can be a valuable part of what is happening -- if enough people become valuable parts of DOMs.

Now for this month's programs  
*that you can't buy in any store.*

**adloadtodb** for August and

**addmodtodb** for September C64 BASIC Doodles column by Paul Machula, CCCC, in the CCCC Newsletter. An excellent BASIC tutorial.

**autograph.64** AUTOGRAPH is a multi-file-format graphic file convert and display utility. This program can display any of the following file formats:

Koala

Compressed JJ

OCP Art Studio

Artist 64

RUN Paint

Doodle

Compressed GG

Advanced OCP Studio

Blazing Paddles

SID/PIC files

**clockwise.64** What it does is print PETASCII SEQuential text files sideways, very slowly.

**funny car.64** Drag racing. Glad I don't have to pay for all the engines I blew.

**image packer.64** This is not a graphics program. It is a packer by Image. It will let you put together loaders, main programs and subsidiary programs into one package which can be LOAded and RUN without further ado. I think I will try using it on the DOM when I get a little time to play with it. People are forever trying to load and run subsidiary programs such as "fontfile" which is used by "clockwise" on this disk. I can testify that it does get very confusing on some of the DOMs I see.

**rambrief.64** A graphic demo which explains REUs.

**-prg1750/128.txt** Article on programming for the 1750 REU in BASIC 7.

**-compdic.txt** Computerese dictionary.

**ultra v7.0.64** Newer version of the heavy-duty file reader, printer, uncruncher, manipulator. To be demoed at CCCC August meeting.

**vfast copier.64** Very fast file copier. To be demoed at CCCC August meeting.

Cummon in, the water's fine.

T. Seitz

PO Box 3

Arivaca, AZ 85601

# September Meeting!!!

## TELECOMMUNICATIONS SPECIAL!!!

Dennis McCormick will demo the upgraded operating system for the Amiga, version 2.0. Look foreword to a real show of power here, as Amiga multitasking, telecommunications, the Amiga Disk Of The Month & manufacturers demos are shown.

**\*\*AND\*\***

Diana Tinsley will be demonstrating telecommunications on a C128. She is the Co-System Operator on four of Tucsons most popular Bulletin Board Systems; Nightclub, Mirkwood Forrest, Cynosure & Elite.

## COMING ATTRACTIONS!!

### OCTOBER MEETING:

Auction of surplus Club property.

### NOVEMBER MEETING:

MS-DOS demo with Julia Richardson.

### DECEMBER MEETING:

Annual "Swap-n-Sell"

## WELCOME, NEW MEMBERS

Joe McGuire

Bob Hassan

Emery Malandrone

Jason Baker

Bodie Sheperd

Jesse Perez-McKee

Kerry Foster

Paul Miller

Beverly Righi



## COMMUNITY CORNER

by Leila Joiner, CCCC

The Volunteer Center coordinates volunteer services in Tucson. Each month we will be publishing a list of (somewhat) computer-related volunteer positions available. If you have time and knowledge to spare, please look through this list and contact the Volunteer Center, 877 S. Alvernon between 9 AM and 5 PM or call 327-6207 to offer your help.

**LITERACY TUTORING** volunteers needed, two hours/week minimum for at least 50 hours total; 18 hours of training (Saturdays) required.

A **JOB** can make a big difference to a homeless person. Volunteers needed to teach job skills and assist individuals in finding work.

**EASTSIDE** government office would welcome volunteer to assist with a number of clerical tasks: filing, data entry, typing, copying.

**DENIZEN** of the library needed to volunteer as researcher. Collate information pertaining to foster homes for southside children's agency.

**LIBRARY-INCLINED** volunteer wanted to organize library for children's facility; no experience needed, just able to read and alphabetize.

If you volunteer for any of the items you see listed in this column, I'd like to hear about your experiences. Please call Leila Joiner at 327-0540.

### PRINTER DEMO DELAYED

Due to an influx of really interesting demonstrations for upcoming meetings, the demo of the new club 24-pin printer, as suggested in last month's newsletter, will be delayed until further notice.

### Meet Your Local Supplier

Check out the new series in the Amiga section!



## LaserAge

*Why settle for LQ when there is NTQ with 35 fonts?*

Near Typeset Quality for documents

created on your personal computer.

LaserAge supports ASCII, GEOS & PostScript.

Laser printing as low as \$.30/page

*LaserAge Printing Service 750-8164 (modem)*

### REU Expansion Bonanza!!!

256K to 512K \$60

256K to 1meg \$105

512K to 1meg \$90

256K to 1.5megs \$140

512K to 1.5 megs \$125

256K to 2megs \$175

512K to 2megs \$160

*JiffyDOS installation \$40*

For more information call:

Warren Talbot at 574-0732

### CATALINA COMMODORE COMPUTER CLUB INCOME STATEMENT For Month Ending July 31, 1990

REVENUE:	END OF MONTH	YEAR TO DATE
Newsletter Member Fees		\$1,698.00
Newsletter Commercial Ad Fees	5.00	30.00
Library Sales Revenue	66.80	728.30
Club Buys		694.05
Raffles and Auctions	16.00	111.00
Initiation Fees		180.00
Amiga SIG Revenue		0.00
Rental Library Revenue	5.00	29.00
Other Revenue		0.00
<b>TOTAL REVENUE</b>	<b>\$92.80</b>	<b>\$3,470.35</b>
<b>EXPENSES:</b>		
Newsletter Expenses	230.05	1,999.35
Library Expenses		239.50
Rental Library Expenses		0.00
Club Buy Expenses		281.50
Raffle and Auction Expenses		0.00
Meeting Expenses		360.00
Bulletin Board Expenses	44.14	184.37
Membership Expenses		37.50
SIG Expenses		0.00
Saturday Help Day Expenses		0.00
Depreciation Expense	9.54	28.64
Administrative Expenses	10.19	20.19
Other Misc		0.00
<b>TOTAL EXPENSES</b>	<b>\$293.92</b>	<b>\$3,151.05</b>
<b>PROFIT OR (LOSS)</b>	<b>(\$201.12)</b>	<b>\$319.30</b>



## MS-DOS COMPUTING

by J. K. Richardson, CCCC

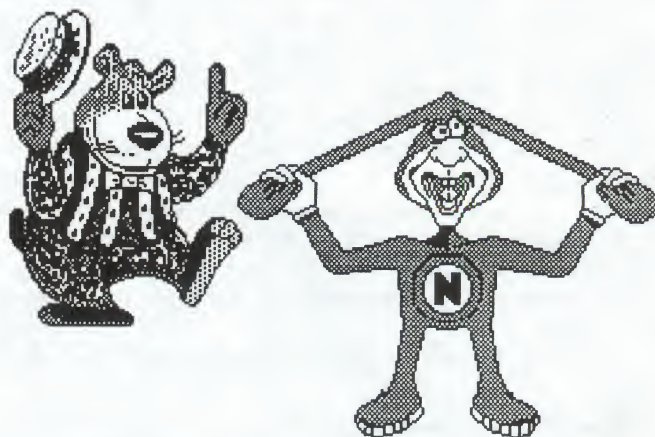
This month, with school starting and all, it seems appropriate that the column should address a school-related topic. Since I have been writing about programming languages for the last few months, for now let us consider a programming language which was developed especially for use with children in schools. (If you have children, ask them if they get to do 'turtle-drawing.' That is what most young children call LOGO language.) There are several versions of LOGO available, all of which are fairly similar. I will (attempt to) get a public domain version into the CCCC disk library by next month. Ask for Ladybug LOGO.

*More great clipart from Frank Prieto. The artwork on this page is from the 'PLAY 17' file and like all of Frank's work, available from the Club PD Library.*



The LOGO language was developed in the late 1960's at MIT by Seymour Papert and others in the Artificial Intelligence Laboratory there. The motivation behind the language was to provide a natural and spontaneous learning environment which would encourage exploration and problem solving among children. To accomplish this the language was designed so that the children would be actively involved in their own learning process, and their method of thinking would progress from the concrete to the abstract. This design is based on a well known and accepted theory of learning development in children. Papert, as a mathematician, believed that children introduced to mathematics in an environment where they were encouraged to experiment freely could overcome or avoid the 'mathphobia' which is common in many adults. This was an attempt to change the negative image which many people have about mathematics. Papert also noted that learning to program a computer is nothing more than communicating in a language which the computer understands, and that learning language is one of the things which children do best.

LOGO is an interactive language. That means that if a command is typed, the computer immediately responds. You do not have to finish a whole program first, as with many other languages. LOGO is also a graphics language. When a command is typed, the response is usually given as a movement of a triangle-shaped cursor known as the 'turtle.' There are several simple words which are used as commands: FORWARD, BACK, LEFT, RIGHT, and a few others. Used in conjunction with a number, typing the command causes the turtle to move the specified number of spaces: FORWARD 10 causes the turtle to move ten spaces in the direction it is pointing, while LEFT 90 causes a 90 degree turn to the left. I think you can see where the math comes in. LOGO is not limited to math, however, as it is a very versatile language and can be used to teach many other concepts, depending on the ability and age of the child. Besides the simple interactive commands, it is possible to build these commands into procedures, which are saved and then recalled to compose elaborate pictures on the screen.



LOGO has other features that a more serious programmer could appreciate also. Since it is based on LISP (which will be discussed at a later date), it has several features which make it more powerful than you might imagine, and is a good way to introduce yourself to LISP programming should you have that desire. If you are just starting to learn a language, and have been thinking about learning BASIC, I would suggest you give LOGO a try instead. It is a completely different type of language and you may be pleasantly surprised to see how much fun it is.

Here are a couple of references, should you wish to do more reading about LOGO:

Logo and Models of Computation by Michael P. Burke and L. Roland Genise. Addison Wesley, 1987.

Mindstorms: Children, Computers and Powerful Ideas by Seymour Papert. Basic Books, 1980.



## C64 BASIC Doodles

by Paul Machula, CCCC

Before we begin this article's main topics I would like to make a few brief alterations to last month's program "addloadtodb". The changes are basically in preparation for our main topics: adding new data and changing old data. The preparatory changes are as follows:

```
104 print"2. Add New Data (after Load File)"
106 print"3. View-Print Record / Change Old Data"
120 DELETE THIS LINE
122 print"6. Print File"
124 print"7. Exit Program"
160 on fu goto 1000,2000,3000,4000,5000,6000,7000
```

Now let me explain a little more about the purpose of the Add New Data portion of the Main Menu. Perhaps you should review my comments about it in last month's article. The purpose of the section is to add data by keyboard AFTER having loaded in a data file (section 4 of the Main Menu). I explained last month why I wanted this as a separate portion in the Main Menu. Now, to the programming itself.

If we have loaded in a data file (immediately after starting the program), of course our array will have to be readjusted for any NEW data we wish to add. We have to know how many records are already in the file (which was loaded in), and then assign our new data to the array "box" AFTER the loaded data. How do we do this?

Well, remember that last month we introduced a new variable into our program: TR. It contains the number of records our loaded data file has. So, now all we have to do is modify our program briefly to indicate this fact. Then, we can send the user back through the Enter Data loop again. All new data will automatically be put into the proper new array "boxes."

Add the following lines to "addloadtodb":

```
1999 rem add new data after load file
2000 i%=tr
2010 goto1010
```

You can see that this simply changes the "counter" I% from the beginning of the array and restarts the array to accept data AFTER the old data. Quite simple, really. Let's now go to the Change Old Data section of the Main Menu.

While thinking about how best to keep our program fairly small, and at the same time useful, I thought it would be best include a View-Print Record routine in the Change Old Data routine. Now, I know this might seem a little strange; but, really, they utilize very similar routines, so why not actually make them basically the same? By doing this we can eliminate a lot of confusing interlocking loops that otherwise would force us to use special "flags." I would rather avoid this, so here we go! Enter the lines below:

```
2999 rem view-print record / change old data
3000 print"S":print"VIEW-PRINT / CHANGE DATA
      MENU":print:print"1. First"
3002 print"2. Last":print"3. Next"
3005 print"4. Previous":print"5. Match":print"6. Exit"
3010 print:print"Enter number of desired function.
3020 getc:ifc=0then3020
3030 oncgoto3040,3100,3200,3300,3400,100
3039 rem find first record
3040 j%=0:i%=0
3050 gosub3500
3060 goto3000
3099 rem find last record
3100 j%=0:i%=0
3110 ifda$(j%,i%)=""theni%=i%-1:goto3140
3120 i%=i%+1
3130 goto3110
3140 gosub3500
3150 goto3000
3199 rem find next record
3200 j%=0:i%=i%+1
3205 ifda$(j%,i%)<>""then3230
3210 print"S":print"End of file.
3220 i%=i%-1:print:gosub3502
3225 goto3000
3230 gosub3500
3240 goto3000
3299 find previous record
3300 j%=0:i%=i%-1
3305 ifi%>-1then3330
3310 print"S":print"Beginning of file.":print
3320 i%=0:gosub3502
3322 goto3000
3330 gosub3500
3340 goto3000
3399 rem match record
3400 j%=0:i%=0
3410 print"S":print"This program match-searches
      ONLY the FIRST field (Name-)"
3420 print:print"Enter string you wish to search
      for.":print
3430 print"Name- ";l=73:gosub10000
3440 lt=len(s$)
3445 forqq=1tolen(da$(j%,i%))-lt+1
3450 ifs$=mid$(da$(j%,i%),qq,lt)then3500
3452 ifda$(j%,i%)=""thenprint:print"Search
      unsuccessful.":forx=1to1500:next:goto3000
3455 i%=i%+1
3460 goto3445
3499 rem make changes to record
3500 print"S"
3502 print"0. View or Print record only.":print
3505 print"1. Name- ";da$(0,i%)
```



```

3510 print"2. Address- ";da$(1,i%)
3520 print"3. City, State- ";da$(2,i%)
3530 print"4. Zipcode- ";da$(3,i%)
3540 print"5. Owed- ";da$(4,i%)
3550 input"Which function/change- ";fd
3552 iffd=0then3700
3555 iffd=5then3600
3560 print:print"Enter change-";l=73:gosub10000
3570 j%=fd-1
3580 da$(j%,i%)=s$
3590 print:input"Done--Another function/change";fw$
3592 if fw$="y"then3500
3594 goto3000
3600 print"Original Item Price-";l=6:gosub10000:
      gosub 8000
3610 goto3590
3700 rem view or print individual file
3702 print:input"Print ";an$
3704 ifan$="n"then3000
3705 stop
3710 open4,4,7

```

Well, there are certainly a number of lines here, but I've tried to make things as "modular" as possible so you can understand what's happening. All of these lines are a part of the View-Print Record / Change Old Data routine. Lines 3000-3030 set the stage for it. You should have no problem following those.

Lines 3040-3060 are for the Find First Record routine. It's really quite simple. The first record is in the first ROW of our array (the I% variable). After defining that, you are first asked for the change. The change is acquired through our old familiar Limited Blinking Get routine and assigned S\$ (done in lines 3550-3560). Then, that array "box" is changed (line 3580). After this, you are given options to make other changes or sent back to the beginning of the routine. Meanwhile, the Print Record option is also inserted (lines 3700-3710). We will discuss the print routine further in next month's article.

Things get a little more complicated for the Find Last Record routine. First, you have to step through the array record by record until you find an EMPTY record (lines 3110-3130). The record PRIOR to the empty record has to be the LAST record. This is actually the assumption of line 3110. Once the last record is found, you merely go to the Make Change to Record routine, as was done in the Find First Record routine. Similar techniques for stepping through the array can be found in the Find Next Record and Find Previous Record modules. All you do is increment or decrement I%. Of course, you have to allow for the ends of the file also. Look carefully at those lines to see how that is done.

But the BIG problem is how to search for a MATCH of a particular string. This is all done in the Match Record routine (beginning at line 3400). You will notice that I limited the match to only the first field of each record. Actually, ALL the fields could have been handled the same

way, but you would have to do more programming. Nevertheless, those fields would be searched using basically the same techniques.

Be aware that matching takes longer with larger files. Since we are programming in BASIC, this time limitation becomes noticeable with large files. If it were done in Machine Language this problem could be eliminated. You can even make a "compiled" BASIC version of this program by simply using a compiler, such as Blitz or Petspeed, but that's a different topic. Others in CCCC also know a lot about compilers. Just be aware that there are ways of getting around these problems.

So, what happens in the Match Record section? First, you enter the string you wish to search for, using our Limited Blinking Get routine (lines 3420-3430). Remember, that routine returns a string for S\$. Lines 3440-3452 do the actual matching (particularly lines 3445-3450). I won't try to describe exactly what's happening; just realize it works, and works well. You can see that I made the routine loop (lines 3455-3460). Each first COLUMN of each ROW of the array has to be run through the loop. If a match occurs you exit the loop (line 3450). Line 3452 also takes you out of the loop if NO match is found.

Of course, if you find a match, just like the other routines, you are sent through the Make Change to Record routine.

Well, that's about it. Perhaps, however, you may have noticed that I allowed no provision to DELETE an entire record in any part of this program. Now, this CAN be done, but several modifications would have to be made. I'm not going to do this, because, again, I want to keep things fairly manageable, without adding even more confusing loops and "flags" than we already have. But, if you just HAVE to delete a record, remember you can always do so by simply loading your file into a word processor, deleting the record, and resaving the file. The operation of our program won't be affected at all.

This month's changes can be found on CCCC's Disk-of-the-Month with the title "addmodtodb". Next month we will learn how to Print and Exit our program (the LAST major modules!). There will still be a few other articles in this series, however, so stay tuned.





## TELECOMMUNICATIONS IN THE CLASSROOM

May-June, Teaching and Computing

by Therese Mageau

downloaded from Q-Link

In this special report on telecommunications, we profile four teachers who differ in many ways. They are from vastly different geographic areas of the country (Oklahoma, New Jersey, Hawaii, California). One teaches in a Catholic school in the southwest; another teaches special education in a middle-class suburb of New York City; another teaches in a school located in the middle of a sugar cane plantation on an exotic island; and another teaches in a district that has the largest population of children of migrant farm workers. Yet despite their differences, they all believe strongly in the value of telecommunications in education. Among their shared beliefs:

Telecommunications can be used to teach the curriculum; it does not have to be something "in addition" to what teachers are already charged to teach. Telecommunications motivates kids to learn because, in the words of one teacher, "it provides kids with an audience. It gives them a reason to write." Telecommunications promotes professional

growth in teachers; as another teacher put it, "it breaks down the isolation of being in the classroom. Telecommunications helps teach children how to be citizens of the world of the future, because it gives them a skill they will be expected to know and also because it helps children understand that the world is a community."

What follows are these teachers' stories; how they got started, some of their fascinating curriculum-based projects, their tips for implementing a telecommunications program, and why they stay committed to keeping telecommunications alive in their classrooms, schools, and districts.

We think you'll find their stories inspirational.

### **Kathy Rock, Tulsa, Oklahoma**

#### ***From West Berlin to Beirut...***

#### ***Bringing the World to Students***

At the time the Berlin Wall was coming down, Kathy Rock's students at Sts. Peter and Paul School in Tulsa Oklahoma, received many letters over their computers. "We were in daily contact with children in West Berlin," reports Kathy. Through the AT&T Long Distance Learning Network, Kathy's students received letters from West Berlin students that discussed unemployment problems from opening up the wall, the lives of people who escaped into West Germany before the wall's opening, and West Berlin children's opinions about East Germans moving to their country. Some of the letters were very moving. "They talked about going to the wall late at night and seeing all the candles and hearing the singing and seeing their moms and dads crying," says Kathy. Kathy's students heard news of the Berlin Wall through professional sources as well. The X-Press information news exchange sent her lab up-to-the-minute stories from seven different news services from around the world via a cable TV hook-up and a device called an infocipher hooked up to one of her IBM PC's. "I could print out news stories in English from both West Germany and East Germany," Kathy explains. "We have brought the world to our children," Kathy believes. And not just the western world. Last year Kathy and some of her eighth grade students took part in a world-wide telecommunications conference on the Middle East, sponsored by Interactive Communications and Simulations of the School of Education at the University of Michigan. Participating schools were assigned roles of real-life people in current middle eastern politics (Kathy and her students represented the



*The C.C.C.C. Meetings are at STS Peter & Paul Catholic Church, located 4 blocks North of Speedway on Campbell. The General Meeting is the first Tuesday of every month, 7-9PM, Saturday Help Days occur the third Saturday, 10AM - 2PM.*



Christian Lebanese leaders) and were charged with "making peace by finding compromises with all the other participating countries." The Tulsa participants had to create a plan of action based on their country's needs and their understanding of the balance of power in the region. They made predictions about the outcome of their plans, wrote press releases, did research, and communicated with other schools by following international protocol.

Even the kindergartners at Sts. Peter and Paul are getting involved in world-wide communications. Through the Chimo Network (an Indian word that means "friendly trade"), her students are doing a cultural exchange with some Catholic schools in Canada, or as Kathy puts it, "a kindergarten version of a cultural exchange, which includes conducting a survey of favorite ice cream flavors." Kathy believes in using a variety of networks because, "We're looking for different things to accomplish in school, and each network offers something unique."

***Carol James, North Brunswick, New Jersey  
Telecommunications,  
Special Role for Special Education***

The idea of teaching telecommunications to special education children might have daunted some people, but not Carol James, a former teacher of neurologically impaired fourth, fifth, and sixth graders at the John Adams Elementary School in North Brunswick, NJ. "You find that special ed. kids frequently don't ever leave their town or state," says Carol, who is now one of two elementary computer lab teachers for her district. "I thought telecommunications would be a great opportunity for my students to expand their whole horizon." Carol applied for and received a local district grant to start a modest telecommunications pilot program with her students. The pilot "grew beyond our expectations," says Carol. It in fact grew to the point where "every class in the school, including the pre-school handicapped, participated in a telecommunications conference last year."

First graders at Carol's school participated in a nationwide plotting of the migration of Canada Geese as they traveled the country. Little did the students know how pivotal their role would be in the sitting process. Apparently, the geese love to congregate on the front lawn of the world headquarters of Johnson & Johnson, which is only a few miles away from John Adams Elementary. "We'd get messages from other schools saying 'Where are the geese? We haven't seen any.' Our kids would respond, 'That's because they're on the lawn of Johnson & Johnson!'" Carol's students learned about their town history through an Iris network (ME/C) conference entitled "Teleconnected Cultures." Using the library and conducting oral histories with town citizens, students collected information which they then input into a data base and then shared with a culturally different school with which they had been matched (They then used the data to create a town history timeline they gave to the mayor!)

This project inspired the sixth grade class to research their families' immigration histories to share with a school in California. Perhaps one of the most successful conferences was the "Logo Pen Pal" exchange. The conference - which took place with a computer magnet school in St. Paul, Minnesota - functioned like a simple pen pal exchange, but with a twist; students shared Logo programs instead of letters. This was particularly helpful for Carol's students who were unfamiliar with Logo. "The St. Paul students would write my kids saying, 'You're learning Logo? You're going to love it! When you get to the lab next time, try this.' And they'd give them a program they'd written. 'Our kids were so excited and motivated to learn that they could write their own LOGO programs to send out to Minnesota.'"

This kind of mentor system took place within Carol's school as well. Carol set up "buddy classes" where sixth graders team up with first graders, for example, to help them type telecommunications correspondences. The first grader could take an entire day to type a simple letter," explains Carol. "Not only does this system make the sixth graders feel good about themselves, it makes the first graders feel like they're connected." The entire 1988-89 pilot was an immeasurable success, so much so that it was recognized by the state of New Jersey as one of the 10 best programs to exemplify the integration of technology into the curriculum. Carol's name was sent to the Computer Learning Foundation where winning projects from all over the country will be compiled and disseminated.

It's clear that telecommunications greatly benefits students, but Carol advocates telecommunications for the teacher's benefit as well. "Teachers get stimulated and motivated by what other teachers are doing," says Carol. "Teachers tend to function in a cubicle. You're in your classroom. You might not even know what another teacher down the hall is doing. Yet here you have the opportunity to correspond with teachers from various parts of the country. I have seen with each exchange, the work get better and better." Carol has also seen her school become closer as a result of telecommunications projects. "What it does for the whole building is give us all such a sense of participating together," says Carol. "Telecommunications brings teachers together. It brings kids together. It makes for a community."

***Maylene Siu, Kaipahu Hawaii  
Learning To Do Science...  
Over the Phone Lines.***

Maylene Siu's involvement with telecommunications took a fairly standard course; her students started out with pen pal letters, exchanging simple correspondence with children from other schools. Then she had them exchanging riddles and answers, "to practice getting on and off line," she explains. They then progressed to telecommunications research projects;



using a data base to find information and then reporting it on-line to research partners at other schools. What was unusual about Maylene's first telecommunications program was that her K-6 students at Honowai Elementary School, just outside Honolulu on the island of Oahu, communicated not with students in Alaska or Outer Mongolia, but with the high school students in the same town.

"It's important to expose children at an early age," believes Maylene. "Telecommunications is part of society and children become used to it when they're exposed to it. When my students went to the high school lab, they were able to say, Oh yeah, I know about this. It wasn't something strange to them." Maylene admits that when she was first learning about telecommunications it seemed very strange to her. "I was just like a child. How can information be transferred over the telephone lines, I wondered? Then we got a faster modem and it became a little more fascinating because the data was transmitted so quickly I couldn't read it fast enough off the screen." Her fascination led Maylene to agree to participate in a pilot for National Geographic's Kids Network; a telecommunications program sponsored by the National Science Foundation and now commercially available, that teaches elementary students science via a worldwide network.

Kids Network or Kids Net as it is referred to, is a unique program that combines an exploratory approach to the teaching of science; stressing skills such as original hands-on research, careful observation, accurate recording and reporting of data, and drawing conclusions; with geography skills such as map reading, plotting and telecommunications. The first unit Maylene's school participated in entitled 'HELLO', introduced students to data collecting and reporting by having them collect their class's pets; sharing and comparing their information nationwide, and drawing conclusions about how geography might play a role in the kinds of animals students have for pets.

The second unit, 'ACID RAIN', had students constructing rain collectors; using pH papers to test the rain water for its acidity, sharing and comparing their information with other schools around the country and again, drawing conclusions about the role geography might play in influencing the acidity level of rain water. One of the great values of the project, according to Maylene, is that it helped her students see how the computer can be used as a science tool. "It was the first time they did science-related activities using the power of the computer," she reports. "It is a very good utilization of the whole system, because it helps a child not only understand telecommunications but how the computer can help them understand any information they've collected. For other science activities, my students began to ask me, 'Since the computer helped us graph the acid rain, could it also be able to take my data now?' Maylene shares the Kids Net philosophy of learning by doing. She gives her students complete control over their telecommunications and computers. "I don't do any of it at all, except to instruct with open-ended questions like, What do you think will happen?"

Much of Maylene's telecommunications emphasis has

been on improving communications at a local level. This may seem odd to people from other areas of the country who might assume that schools in Maylene's small island community could easily communicate with one another, but before telecommunications Maylene reports, that wasn't necessarily so. "Before, to talk to a teacher at another school, you had to wait to get a call through, which is always a problem because you call, leave a message, get a message in return" - in effect play telephone tag all day - "or you sent a note via the district mail truck. Now we use telecommunications among our teachers. We put the message on electronic mail and people can correspond daily. More and more teachers are getting on-line," says Maylene. The result, she says, is that "communication between schools is much better."

### ***Yvonne Andres, Oceanside, California FrEd Mail Means Free Access to Fresh Ideas.***

Hundreds of FrEd Mail users around the country know her as O C N S I D E SYSOP. Others know her as the editor of FrEd Mail News. She is also known (by people in the know) as one of the original developers - along with Al Rogers and Nick Sayers - of FrEd Mail, the utterly affordable educational network. (FrEd Mail stands for "Free Educational Electronic Mail.") But if you think Yvonne Andres; FrEd Mail "systems operator," reporter of FrEd Mail happenings, designer of FrEd Mail curricular projects, and all-around FrEd Mail guru-enthusiast started out as a computer hacker, think again.

"My background is psychology and sociology and I was mostly an English teacher," says the Jefferson Jr. High School Oceanside, California teacher. Yvonne had never even touched a computer until several years ago when someone donated an Apple II to her class of gifted sixth graders. "It was amazing to me to see the impact that one measly computer had on the students. They were so motivated that we expanded into a lab." In the process of expanding, they heard about how computers could communicate. "It was a real interesting idea at the time," says Yvonne. "And that's what did it. To be really honest, I'm not sure I would still be in teaching if I hadn't gotten involved with telecommunications. This is something that's exciting everyday."

How FrEd Mail works is also something that's exciting every day. As an example: Suppose Yvonne's school wants to call a school in Troy, Michigan. In the middle of the night, when phone rates are at their lowest, Yvonne's Mail would call SDCOE (San Diego Computer Online Educators). FrEd Mail does it on its own; no one has to be there to do the dialing.

The SDCOE, which works from grant money and therefore can afford to make longer distance calls, would then dial another FrEd Mail location (preferably another agency with a grant), perhaps in Wyoming, who would then dial another nearby FrEd Mail location. This piggyback calling system continues across the country until the destination school is reached; for the most part,



all the calls made are local or near-local calls, and grant money is spent on the longer distance calls. When the Michigan teacher comes in the next morning, Yvonne's message is waiting for her. Yvonne's school only paid for the cost of calling San Diego in the middle of the night.

But what is perhaps most exciting about FrEd Mail is the array of educational projects that Yvonne and other FrEd Mail users have designed; including The Soviet-American Space Bridge, Acid Rain, and the Idiom Project. Yvonne's most current project is Kid Connections; a history/social science interactive network sponsored by the California Technology Project and based on the philosophy that "using technology will provide students with learning experiences that could not be duplicated within their own classrooms." Among the Kid Connections projects in the works: Commercially Speaking; where students survey and compare television commercials from different areas of the country. Original Opinions; where students exchange essays on contemporary controversial issues. And, The Experts Speak; where one group of students assumes personalities of non-living historical figures and another group interviews them to determine their identities. Yvonne is also adapting Kid Connections to work on other networks, such as Prodigy, AT&T Long Distance Learning Network, and CSU (California State University Net) Yvonne finds that student enthusiasm is at

an all-time high when she adapts something she's already teaching as part of the curriculum into a telecommunications project. "Students are much more motivated when they're going to be writing to another group of students and if they know they'll be getting feedback from them," says Yvonne. "They pay more attention to their punctuation and how they express themselves." Telecommunications gives students "building blocks" with which they can construct their world knowledge. Having a perspective locally as well as understanding on how to communicate globally is crucial to today's students believes Yvonne; because "electronic communications will become a necessity for business and education very soon as transportation and new buildings costs increase." These factors will affect how people work: "People will be telecommuting." Yvonne predicts, "working at home and commuting electronically." Therefore, giving students a background in telecommunications skills is imperative. "Any kind of base that you can give kids that they can use in their future is important."

*Therese Mageau is an Associate Editor  
for Teaching and Computers and  
Electronic Learning.*

**D. J. 's** COMPUTER &  
ELECTRONICS

**COMMODORE**

**FACTORY AUTHORIZED SERVICE CENTER**

**ALSO SALES AND SERVICE FOR  
XT, AT COMPATIBLE SYSTEMS & ACCESSORIES**

**PLUS EXPERT SERVICE on STEREO, T V, V C R and C D's**

**5536 E. Grant Rd.  
Tucson, AZ. 85712**

**(602) 290-1115**



**D. J. 's NEW  
LOCATION**

**S.E. CORNER of GRANT and GRAYCROFT**

**10% Discount to CCCC Members on Service and Accessories**





**TONY THE PRINTER**  
**3702 E. 22nd St.**  
**(S.E. Corner of 22nd & Dodge)**  
**(602) 881-8969**

- *Quality Printing*
- *Competitive Pricing*
- *Courteous & Cooperative Staff*

**SPECIALS**

**Copies**

8½ x 11 = 5¢ ea.

8½ x 14 = 7¢ ea.

11 x 17 = 12¢ ea.

**Business Cards**

Starting at

\$18.95 for 1,000

including typesetting

\* Prices based on Self-Serve, 20# White Bond

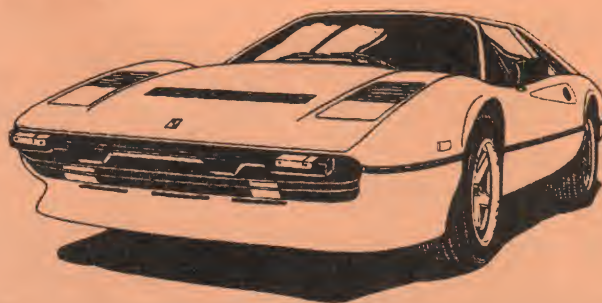
\*Some restrictions apply

***Call for a price quote  
on your printing or  
copying needs.***



# Amiga

## News



### Amiga SIG Meeting Woods Memorial Library July 28, 1990

by Leila Joiner, CCCC

What could have been one of the best hardware demonstrations in a long time was bogged down by a nearly interminable, sometimes heated discussion involving the organization of the Amiga SIG.

Dennis McCormick showed great courage in volunteering to chair the discussion, and nearly unlimited patience in dealing with the active participants. I won't take up a lot of time and space on this matter. If you weren't at the meeting it's not worth going into detail. If you were, I'm sure it's not worth going into more detail. The results are what count.

Members present decided by majority vote to change the Saturday meeting place to coincide with the Catalina Commodore Computer Club, Inc. Saturday Help Day, which occurs on the third Saturday of every month between the hours of 10 a.m. and 2 p.m. at Madonna Hall, St. Peter & Paul Church, on the southeast corner of Campbell and Adams. This change will allow the SIG to begin charging a minimal fee for PD Library disks and Disks-of-the-Month, enabling us to raise funds and make future purchases. We have not been able to do this in the past due to Library policies governing the on-premises exchange of money.

The August 25th meeting will be the last scheduled meeting at Woods Memorial Library. Madonna Hall meetings will commence on September 15. The meetings at Room 211, Harvill Bldg., U of A will continue to be the last Tuesday of each month at 7:30 p.m.

I'd like to thank Bob Clausen, Secretary, and Frank Traversone, Vice President, for attending the July meeting to represent the CCCC, Inc. Board of Directors and for responding to questions from the floor with a great deal of

patience and fortitude.

**ANNOUNCEMENTS:** Commodore will be marketing two versions of the Amiga 500, the 500C (aimed at commercial markets) and the 500P (aimed at professional markets). The 500C will be available at outlets like Macy's in California, Montgomery Ward's, and Video Concepts.

Dennis McCormick plugged the Amiga Help Day. The next one will be at Madonna Hall on September 15, following the Amiga SIG Meeting. Call Dennis at 292-2275 if you need help before then.

Pat Brestel, manager of Software City, announced in-store demos of the A-3000 by a Commodore Representative on August 10-11, plus special discount prices on all Commodore/Amiga items for the same weekend. (See the interview with Pat in this issue.)

Pat Jenkins did some Amiga animation work recently for a firm in Phoenix. Pat said the Amiga compares favorably with high end work stations like Symbotics because it's faster and easier for object creation. Money can be made in Amiga animation at the professional level. As an example he mentioned that Motorola's new spinning logo was created on an Amiga. It took a week to do and cost \$23,000.

**DEMOS:** We finally got down to the meat of the meeting, which started with Mike Lawrence demo'ing WorkBench 2.0 on his new A-3000 and 1950 monitor. Mike still has his A-1000, but purchased the 3000 through CBM's Amiga Developer's offer. If you missed the meeting and haven't yet seen either the 3000 or WorkBench 2.0 or the 1950 monitor, I suggest you get yourself down to Software City and try it out. It has to be seen to be appreciated, even though 2.0 is still in the developing stage.

Ken Weaver and Nancy Dippold of MicroShop brought an A-3000 and an A-2500 to the meeting. Ken demo'd AmigaVision on the A-3000. It is now shipping, and anyone who purchased an Amiga (500 and up) since April 24,

1990 will be shipped a free copy of AmigaVision (as long as you've sent in your registration card, that is).

AmigaVision is truly a point & click system with very little keyboard input. It will work on any Amiga platform, including the A-1000. What's lacking from a professional point of view? Storyboarding, a runtime module and CD ROM support are all lacking, but will be added. Music support presently includes SMUS and 8SVX sound files. Full MIDI compatibility is planned.

### Disk-of-the-Month July 1990

**PopUpMenu V3.4** - This small program makes it possible for you to use pop-up menus with every program that uses standard intuition menus.

**RASCAL II** - This hardware hack allows the fitting of an A501 to a rev.6 A500 with 1Mb on the motherboard. Includes diagram.

**Tessalator v1.0** - Ingenious program creates Escher-like pictures. Imaginative, intuitive, lots of features.

**StarBlank 2.2** - This monitor blanking program displays a moving star field.

**MoonBase** - A lunar lander game.

**Utilities** - **Protect-O-Matic 1.2:** program for setting the protection bits of files from WorkBench; **DU:** prints out a summary of disc usage for a file or directory.

**Text** - **A3000.Report1, A3000.Report2:** Pros and cons on the A3000 from two new users; **NetworkNews.July90:** latest news and information about the Amiga community, from CompuServe.



## AmiExpo Chicago 1990 Show Report

By Don Burnett  
(downloaded from GENie)

[Continued from last month...]

*Holy Dr. Oxide! It's the...*

### PC POWER BOARD A500

Yes, you remember Dr. Oxide, the brash AmiExpo Retailer? Well, he is now head of Pulsar, an Amiga hardware developer which has just brought IBM TURBO XT compatibility to the A500. Yes, folks this really works. The power board takes over your machine and turns it into an 8 mhz PC XT. It gives you CGA, Hercules and MONO video support. You also get 704K RAM and 64K of Extended Memory (EMS). It comes with a Phoenix BIOS, DOS 4.01 and doubles also as an A501 512K Amiga RAM expander. Clock calendar for PC and Amiga is also included. The Power Board is introductory priced at \$498 and can be had by calling Pulsar at (516) 997-6903. Also at the Pulsar booth was an incredible new auto-tracing program called Pixel-3D.

### DUELING DEVELOPERS

Picture this: two companies almost side-by-side showing nearly the same type of product, running virtually the type of demo. What's a show attendee to do? Well, you pay close attention to both groups and distinguish the differences. This was the case with IVS (the TrumpCard) people and the ICD people. The ICD people are actually more famous for their new internal ram expansion boards, which let you fully expand your A500 to the RAM limits. The IVS people were touting their new Trumpcard II hard drive controller and new easy-to-use hard drive installation and partitioning software. The Trumpcard still retains its famous A-MAX compatibility and brings in incredible speed. The IVS people were even showing a cartoon which had been digitized, and was loading and displaying at 30 frames per second from the hard drive. To be fair, the ICD people were doing the same thing with their hard drive controller, except they were showing sequences from Lucasfilms' Star Wars. The IVS controller was also being used for the same purpose at the CDTV, Digital Creations' booth.

If I were these developers, I might have chosen to take another approach to

demoing. The people I spoke with leaving both booths were confused about specific features and who was who. I personally came from the booths feeling the same way. Both companies, to their individual credit, had well informed people staffing these booths, and I came away impressed equally by both.

### NEW HORIZONS

New Horizons was at their booth showing off the incredible ProWrite 3.0. This program is just incredible to look at and use. It gives the Amiga a professional writing solution for any user. Check the GENie library for a demo. A companion version of ProScript is also on the way to match ProWrite 3.0's capabilities in the near future.

### PAGESTREAM 2.0

*The Bugs Stop Here!*

The Soft-Logik people have to be very proud. Their new version of PageStream is very stable. I got a chance to play with it, unattended. It supports CompuGraphic Outline font technology, which actually renders to the screen just as well Gold Disk's Professional Page (IMHO) and may even be faster. PageStream 2.0 looks incredible on the new Moniterm full page display as well. SoftLogik is also taking advantage of their early reputation in their advertising, to turn-around their reputation for having "buggy" products. The brochure headlines the words "CAVEAT EMPTOR".

### SPIRIT COMES HAUNTING

Spirit Technology has just shown a prototype internal genlock for the A500, which looks quite promising as a consumer level tool. Check this one out, all of you who are just looking for an ENCODER -- it might fit your needs.

### MIGRAPH TOUCHES UP

*Amiga Graphics*

Migraph has just introduced a new AmigaDOS 2.0/1.3 compatible version of their 400 DPI hand scanner hardware and software. The software brings HIGH resolution monochrome editing of scanned images. The interface has been fully AMIGATIZED, in

MIGRAPH's thorough tradition. The software will save images in a variety of formats, including MACPAINT, TIF, IFF and PCX formats, making the images compatible with just about any computer platform from Amiga-to-Mac-to-IBM-to-Workstation. Included is a gray-scale converter utility to allow for using scanned images in multimedia-style presentations.

### BLACK BELT KNOCKS HAM in the Chops

Black Belt Systems was showing their new COLOR extension that brings true 16 million colors to the Amiga HAM mode. With support from developers such as ASDG and others this addition should take the FRINGE from HAM and liven up most images. In Black Belt's booth a 16 channel ANALOG interface board was shown. Also, a new version of PC-BOARD Layout was being shown now autotracing. Finally, a decent electrical engineering/board design/cad package is available.

### APPLIED ENGINEERING ANCHOR BOOTH

At Applied Engineering they have been doing incredible work almost since the whole computer industry was born. Now a major player in the Apple II, Mac and IBM markets has introduced its amazing line for Amiga. Some have suggested that AE came onboard the Amiga because of the Apple II's market shrinkage. I asked an employee of AE about that. He said that wasn't the reason at all, but "the Amiga offered a fast growing market, that is less crowded than the PC and Mac Markets."

Products introduced include the first "upgradeable" modems for the Amiga: the Datalink 2400 internal (A2000) and external(generic) modems. Both MNP-5 (a fast transfer protocol) and FAX send will be planned add-ons. The other products in the AE line include RAMWORKS ram boards for the A500 and A2000, a clock card for the new A500p, and their new 880K floppy. The product that got the most attention was AE's new HIGH DENSITY (1.52 Meg) Amiga 3.5" floppy drive. This drive includes a special driver for current 1.3 OS owners and AE has also added support for



future versions of the AMIGA OS, which can support extended densities.

### **GVP - Conspicuously Absent**

Gregg Garnick of GVP was in the Creative Computers booth. GVP was unable to attend the show because of DEVCON conflicts, however he was talking about GVP's new ethernet hardware, which works with Commodore's new TCP software and peer-to-peer networking software.

### **MTV? No, DCTV is better...**

Digital Creations has an amazing new product called DCTV, which stands for Digital Composite TeleVision. DCTV gives you full bandwidth composite color with a 16.8 million color palette, with approximately 4 Million on-screen colors at broadcast standard video. The limitation of 4 million colors is actually a limitation of NTSC video standards, not the hardware. The system includes slow-scan (10 second) video digitizing at 24 bits-per-pixel standard for colors. This system is unique in that it uses the Amiga's memory for a frame imaging system. This means 24-bit 30 FPS real-time animation is possible, with the right hardware and software. An all-out demo of this capability was shown, using an IVS Trumpcard II, and a 400 meg hard drive inside an A2000. It was indistinguishable from a video tape. The Animation was about 4000 frames and hand-created. Lot of work done to produce the demo, and currently this is not a feasible system for amateurs looking to do realtime animation, because they can't afford a single-frame deck. The DCTV paint package will be available at a later date. They are working on a frame-by-frame animation package as well. There is a GENLOCK option board to be made available for around \$100. An RGB adapter (for remix as RGB graphics to the Amiga monitor) will be made available also. I hear a whole system might even cost less than \$1000, although no one at Digital Creations was willing to let out a project price.

### **CSA BACK WITH A VENGEANCE**

On the way to the back of the show, where the COMPLETED video toaster was being shown, I caught up with Stephen Riker of CSA. He spent time showing me their latest acceleration product, the "MEGA MIDGET

RACER", a CPU socket-based 68030 board, for those with the need for speed. The board has a socket for a 68881/882 math chip. This board also allows for remapping of AmigaDOS 1.3 or 2.0 into 32-bit static fast ram. This surface-mount board also has an expansion connector for a 32-bit ram daughterboard. The starting price for the board is \$795 and 1000 owners can even upgrade to the Mega Racer for an extra \$295 (requires CSA factory installation). This board marks a price point/performance victory, costing much less than other boards offering similar features.

### **WHAT KIND OF TOAST?**

*French, hard, rye or wheat?*

The industry for the past three years has seen the progression of the Video Toaster, from a crude prototype, to a professionally polished product. Well, when can you buy one?? Soon! No date set yet. The toaster is completed.

NewTek had a whole AISLE dedicated to the toaster. From the Penn and Teller toaster video, to full broadcast character generation was being shown. The highlight of the toaster exhibit was actually Allen Hastings showing off LightVision 3D, his new toaster-based animation system. The user interface was incredibly well

done, putting even CALIGARI to shame, with a 3D embossed user interface. Virtually anyone could put together professional animations with this package in full 24-bit texture-mapped glory. It is really amazing to see and use. Full Toaster specs will be made available here early during the week (as typing permits ;-).

Anyway, that was the show, an amazing lot of innovation and advancements. I will have to say, however, there was one bad side to the expo which came to the forefront on Saturday. Many of the visitors were quite inconsiderate with show demonstrators. I was disappointed to see this. All in all the expo was a great success.

## **CLASSIFIED ADS**

**FOR SALE: AMIGA 500** with 1 MEG RAM, 2 disk drives, 520 Video Adapter, software. \$650. Call Dean Scheytt at 887-3538.

**FOR SALE: AMIGA 1000.** \$300. Call Bob Hassan at 744-2668.





# HAKK! HAKK! DRAKKHEN!

"What Mom Should've Told You"  
A Game Review  
by Bernie Joiner, La Jolla, CA

An errant knight has stupidly, out of some cheap sense of machismo pride, hunted down and killed the last of the great dragons. This senseless act of violence, against what was a sleeping and benign creature, has plunged the "world as we know it" into a dark new age void of magic. Without the use of magic the great kingdoms of the human world are quickly disintegrating. Bureaucratic disorder and social collapse are just around the corner.

Meanwhile, the greatest trading ship of the realm has stumbled upon a new island that arose out of the oceanic depths following the death of the dragon. The ship's crew finds this island inhabited by "Drakkhenoids", and in their first encounter with this new alien race of powerful creatures many soldiers are killed. The group retreats and stumbles across a less hostile town. After a pleasant meal of slimy green flesh and nasty tasting ale at the local tavern, the group's priest volunteers to stay at the local temple, so he can learn more about this foreign race. The ship then heads back to whence it came.

You, brave soul, are the once-mightiest priest of the land. You and three others have been chosen to sail back to this island of "Drakkhenoids" in order to kick some butt, unravel the mystery of the Nine

Tears and maybe retrieve the inquisitive priest. By doing all this, your party shall have hopefully returned magic to the world of humans.

This is the point in the review where I should tell you what I liked or disliked about Draconian's DRAKKHEN, but I won't. Instead I'm going to refer you to Peter Olafson's most excellent review in the August issue of AMIGAWORLD. Mr. Peter, in my opinion, has hit the nail right on the head. What I will do with the rest of this review is tell you the things MOM SHOULD'VE TOLD YOU before you headed out on this adventure. If you wish to attempt Drakkhen cold, STOP READING NOW.

1. MOM SAYS: "If you go around naked like that, you'll catch your death."

2. MOM SAYS: "Don't play with empty bottles. You've got homework to do."

3. MOM SAYS: "Until you're old enough, you'd better hang around the castle and play with your ugly friends."

4. MOM SAYS: "Why go to the store and spend all that money, when you have some perfectly good toys right here."

5. MOM SAYS: "Don't point a loaded gun at daddy, and if he tells you to do something, do it."

6. MOM SAYS: "You have to learn to spell 'unlock' before you can go swimming."

7. MOM SAYS: "You can have ice cream after you go swimming."

8. MOM SAYS: "Always listen to your aunts and uncles, but if they are rude, kill 'em."

9. MOM SAYS: "8. applies to strangers as well."

10. MOM SAYS: "Don't cross the twinkling road until you're at least a freshman in high school and, when you do, kick butt and you'll get your doctorate very quickly."

11. MOM SAYS "Go to the altars and learn your scriptures."

12. MOM SAYS "The sacred entrails clue is full of crap. Follow the way of the Incas: stand N going S or is it S going N? (Sorry, mom's getting old.) Enter with the new day."

13. MOM SAYS "And finally... When your quest is done, undress, and step unafraid onto the path of glory."

In conclusion... Mom felt the need to offer these tidbits of advice simply because MOM himself was only able to finish this game after a long distance phone call to Data East USA, Inc. in San Jose, Ca. and by procuring Mr. Eric Penn's DRAKKHEN walkthru (although I think Mr. Eric would have been wise to have spent less time swimming and more time learning to cross the road). As Mr. Peter points out, DRAKKHEN is one hell of a graphic accomplishment, but, unfortunately, it is lacking on the gaming end of things. Therefore, I can only recommend DRAKKHEN to those for whom money is no object, or to those for whom exploring brave new computer worlds is reward enough. Otherwise, I would wait for the soon-to-be-released DRAKKHEN II to see if Draconian has learned and benefited from their first DRAKKHEN experience.

DRAKKHEN by Draconian, distributed by Data East. 512k required. Mouse and joystick/keyboard driven. One game disk. One character disk. One small metal warrior statuette. \$59.95.

## SPECIAL THANKS . . .

To Ken Weaver & Nancy Dippold of MicroShop for the loan of the Amiga 1000 System . . .

And to Tom Calloway of CCCraphics & AmiSouthwest for the loan of a Supra 2400 Modem . . .

When my computer system was stolen last June. You saved my life, guys!

- Leila Joiner, Editor





## MEET YOUR LOCAL SUPPLIER

by Leila Joiner, CCCC

*[This is the first in a series of interviews designed to acquaint the Commodore/Amiga user with the people who supply Commodore/Amiga products and/or service locally.]*

Pat Brestel, Manager  
Software City  
4995 East Speedway  
323-8111

You might be surprised, as I was, to find out that Pat Brestel was a Commodore user group member before the group organized into CCCC, Inc. While still in high school, Pat purchased one of the early Vic-20's, about six months before the first C-64's were released. In those days the group met at the old Metro Computer store. There were no dues, no organization, and people got together simply to discuss computer problems, swap solutions, and to share their enthusiasm with other computer buffs. Pat remembers Dave Lovelock, who eventually created David's Directory Designer and started a local Search and Rescue Program, from those early meetings.

From the Vic-20 Pat progressed to the Commodore 64, then to Sanyo, and on to Leading Edge and Toshiba computers. Today Pat owns an Amiga 1000, but is primarily an MS-DOS user.

For a while Pat worked at North American Digital (before the advent of the Amiga), and about six or seven years ago he went to work for Victor Alvarado. When Victor first opened Software City, he and Pat were the sole personnel. Today Pat is store manager and has several employees working under him.

Pat gets mixed feelings from Amiga users who frequent Software City. Some, mostly new users, are happy to have local support for their equipment. Others, mostly diehard Amiga fans, often complain about not enough support. If an item is not in stock they would rather order it elsewhere, even though Pat maintains he can usually get an item in 4-5 working days. This independent attitude is more prevalent among Amiga owners than, for example, IBM owners.

At one time Software City stocked mainly games for the Commodore/Amiga machines. In

response to user demand Victor invested in \$500-\$600 worth of productivity software. He was disappointed in the response. Now with the advent of the Amiga 3000 and the push from Commodore in the educational market, the store is giving it another shot. Software City has presently restocked its Amiga section with \$4000-\$5000 worth of Amiga software, hardware and accessories. IBM is still the mainstay of sales, but these days they sell more Amiga than Macintosh products.

In-store software includes games, productivity and an expanding educational section. Accessories include genlocks, color splitters, drives, memory expansion units, mice, joysticks, etc. A few books are in stock and others can be special ordered. The complete Amiga hardware line is represented: the new A-3000, A-2500, A-2000 and A-500, as well as the 1084S, 1950 and 2024 monitors.

The Commodore 64/128 section is still mostly games (30-35 titles). The policy now is to restock only the newest and most popular items. Others can still be special ordered. At present C-64 and AppleII sales are almost non-existent, while Amiga sales either hold steady or improve.

Software City tries to offer the best overall discounts possible, but it's hard for a store with overhead to compete with mail order prices. Customers need to take into account the kinds of services offered by local stores as opposed to mail order. For example, if an item is unsatisfactory, you can return it to the store for a replacement or for credit. One advantage is no long distance phone calls if you have a complaint! Productivity software can be tried out in the store before purchase to see if it fits your needs. Immediate availability is a big factor, and even special orders only take 4-5 working days. Software City is also an authorized Amiga Service Center.

Discounts average 20% off list on software, increasing when items are also discounted by the manufacturer or are high volume items. Commodity items like Lotus or WordPerfect are like milk and eggs to the supermarket - items so popular they have been discounted past the point of making any profit. There are no Amiga "commodities" comparable, except perhaps something like Marble Madness.

Pat says they are still expanding both

their Amiga section and their Amiga Service Center. They also participate in the Commodore educational program, and have already sold two A-3000's, three A-2000's and an A-500 with the educational discount. The store receives only a small percentage commission for this service. The hardware is shipped directly from Commodore.

Pat deals with many computer manufacturers and in his opinion Commodore is neither the worst nor the best. They are certainly not the fastest to respond, and when he does get an answer, he's more comfortable with more than one response for the sake of confirmation. The recent changes within Commodore haven't had much effect on the store, except for the decision to participate in the educational program.

Pat feels the future for Commodore/Amiga products is definitely expanding. IBM has succeeded by making machines for a broad spectrum of markets, and Commodore's newly expanded line promises to do the same thing for them. For one thing, the dealer doesn't have to try to convince buyers that one machine will meet everyone's needs. The system can be tailored to the market.

According to Pat, user groups are a good idea. Without them a lot of frustrated people would never get into computers. Groups should support the user, however, and avoid too much politics. It's not the function of a user group to dictate to members where they should or shouldn't go to purchase items.

It's easier to communicate with an organized group than with individuals, and Software City is interested in improving communication with the local Commodore/Amiga community. Pat feels there's been a lot of misrepresentation on both sides in the past. The dealer's experience has been that user groups will buy if it's to their advantage. According to some user group members there are "no Amiga dealers in town." Some ideas Pat is working on include getting speakers from developers for user group meetings, and demo'ing new software at meetings.

The influence of user groups depends on the size of the group and the company it's trying to influence. A company the size of IBM would likely not be affected by user group attitudes. Commodore, however, relies more on



"word-of-mouth" advertising, and would be more prone to listen to input from user groups.

The recent "Commodore Weekend" (August 10 & 11) at Software City was more successful than anticipated. The Commodore Representative, Jim Morton, who gave four demos of the A-3000 in two days, was impressed by the turnout and the quality of the interchange. Pat estimates about 115 people responded.

Software City has been in Tucson for over six years, and was the first software store to open here. According to Pat, "We've weathered good times and bad times, and we didn't make it this long by not supporting our customers. We're always open to suggestions. That's how you stay in business."

## the pagestream raffle

...is on hold until the  
September 15 Meeting.

Tickets will still be \$5  
for members and  
non-members alike...

## Designing Minds Wants to Know

From:  
Wendy Ernstrom  
Marketing Director  
Designing Minds Software

I have been listening to a large number of people soapboxing the virtues of the Amiga computer lately. To those of us who are owners of an Amiga they are not giving us any news flashes. I have been quietly telling my friends and acquaintances about the Amiga and SHOWING them the wonderful things that can be accomplished for the past 3-4 years. Many of them have fallen under the spell and purchased one for themselves. Not one of them has been sorry. If they have a problem, they call me and I try to find the answer. I have worked with music programs and databases, paint programs and math tutors. In the process of helping them I have learned a great deal and spent many hours with friends I probably would never have had. I have found something that I hope you as users will find. The people who are designing and developing Amiga programs are tuned to the enduser. They seem to realize that we don't all have degrees in computer science, nor do we want to, but we DO want to use and enjoy our computers.

In my position as Marketing Director for Designing Minds Software I have found developers actually listening to the comments from customers and using

them to improve, change, and create their products. It is so exciting to see what is being released to the public. I have seen the educational program field just explode. I am a parent and seeing the teaching aids that are now available and are being produced continually enthralls me greatly.

Just today I watched and listened to two young programmers who are working on a new release for Designing Minds in the educational line. They were so excited and animated as they explained the different areas in the game. They were telling me why they added certain animations, and why they needed music for emphasis. The parent in me was so pleased that there are others who care whether or not my child receives a quality education. The Marketing Director in me was pleased at the quality and effort being placed in the program, because those are the things that make my job easy.

You, the customer, have a larger role in what is being developed for the Amiga than you realize. Don't hesitate to make your wishes and wants known to the developers of your favorite software. They thrive on contact with the endusers. After all, if we develop programs that you buy, you are happy, WE are happy, and in the end we all get what we want.

If you have any suggestions for programs you would like to see written for the Amiga, send them to my attention:

Marketing Director  
Designing Minds Software  
3006 North Main  
Logan, Utah 84321





### **CCCC, Inc. Board of Directors**

**Warren Talbot, President.....574-0732**  
**Frank Traversone, Vice President.....795-3374**  
**Robert Holdcraft, Secretary.....747-3163**  
**Robert Clausen, Treasurer.....747-0196**  
**Tom D'Angelo, Member-at-Large.....296-5076**  
**Frank Prieto, Member-at-Large.....574-0145**  
**Kenney Williamson, Member-at-Large.....750-8164**

### **General Meeting Schedule**

**TUESDAY GENERAL MEETING, September 4 , 7 PM**  
**at St Peter & Paul Gramer Hall, 1946 East Adams**  
**EXECUTIVE BOARD MEETING, Tuesday, September 11, 7:30 PM**  
**at Devon Gables Home, 6150 E Grant Road**  
**SATURDAY HELP DAY, September 15, 10 AM - 2 PM**  
**at St Peter & Paul Madonna Hall**  
**Southeast Corner of Campbell & Adams**

### **Amiga SIG Meeting Schedule**

**Saturday, August 25 at Woods Memorial Library, 10:30 AM**  
**Tuesday, August 28 at Harvill Bldg, U of A, 7:30 PM**  
**Saturday, September 15 at Madonna Hall, 10:00 AM**  
**Tuesday, September 25 at Harvill Bldg, U of A, 7:30 PM**

## **CARTOONS**

**by CCCC Member Pat Jenkins**

#### *CCCC, Inc. Newsletter Staff*

Leila Joiner, Editor

Warren Talbot, C64/128 Layout

Leila Joiner, Amiga Layout

#### Columnists:

Mike O'Neill      Bernie Joiner

Paul Machula      Julia Richardson

Tom D'Angelo      Edward Anderson

Calendar by Marv Lossing

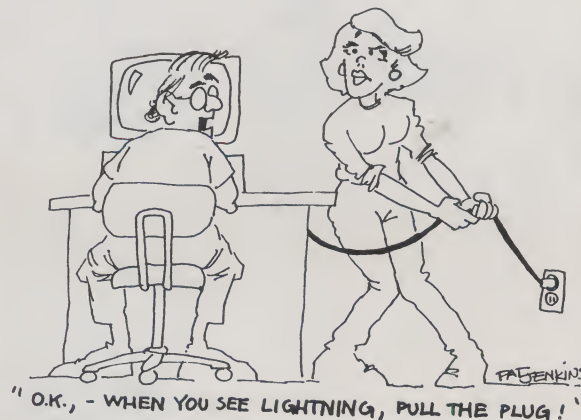
*Laser Printing by Tom Galloway & Warren Talbot*

Please Submit Copy to Leila Joiner

3710 East Edison

Tucson AZ 85716

(602) 327-0540





# CCCC, INC. TUCSON, ARIZONA

Catalina Commodore Computer Club, Inc.

NEWSLETTER VOLUME 8, NUMBER 9: SEPTEMBER 1990

\* GENERAL MEETING: September 4, 1990

St. Peter & Paul Gramer Hall  
1946 East Adams  
7 PM - Out NLT 9:30 PM

\* SATURDAY HELP DAY: September 15, 1990

St. Peter & Paul Madonna Hall  
Southeast Corner Campbell & Adams  
10 AM - 2 PM

\* EXECUTIVE BOARD MEETING

All Members Welcome  
September 11, 1990 - 7:30 PM  
Devon Gables Home  
6150 E Grant Road

Membership Renewal/Address Change

ATTN: Membership Chairman, P.O. Box 32548, Tucson, AZ 85751-2548

NAME: \_\_\_\_\_

STREET: \_\_\_\_\_

CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP: \_\_\_\_\_

PHONE: ( ) \_\_\_\_\_ CCCC#: \_\_\_\_\_

REMIT CHECK PAYABLE TO CCCC, INC. FOR \$15.00 FOR  
MEMBERSHIP RENEWAL (\$21 if out of town, \$27 if out of country).  
NEW MEMBERS PLEASE ALSO REMIT \$10 INITIATION FEE.

BULK RATE  
U.S. POSTAGE PAID  
TUCSON, ARIZONA  
PERMIT NO. 2567

Catalina Commodore Computer Club, Inc.  
P.O. Box 32548  
TUCSON, ARIZONA 85751-2548



ITS YOUR CLUB DO SOMTHING  
MEMBER #1069 EXPIRES FEB 1991

TUCSON, AZ 85715

Notify Membership Chairman of any  
address change. The Post Office  
does NOT forward Bulk Mail.  
CALL FRANK PRIEVO, 574-0145.